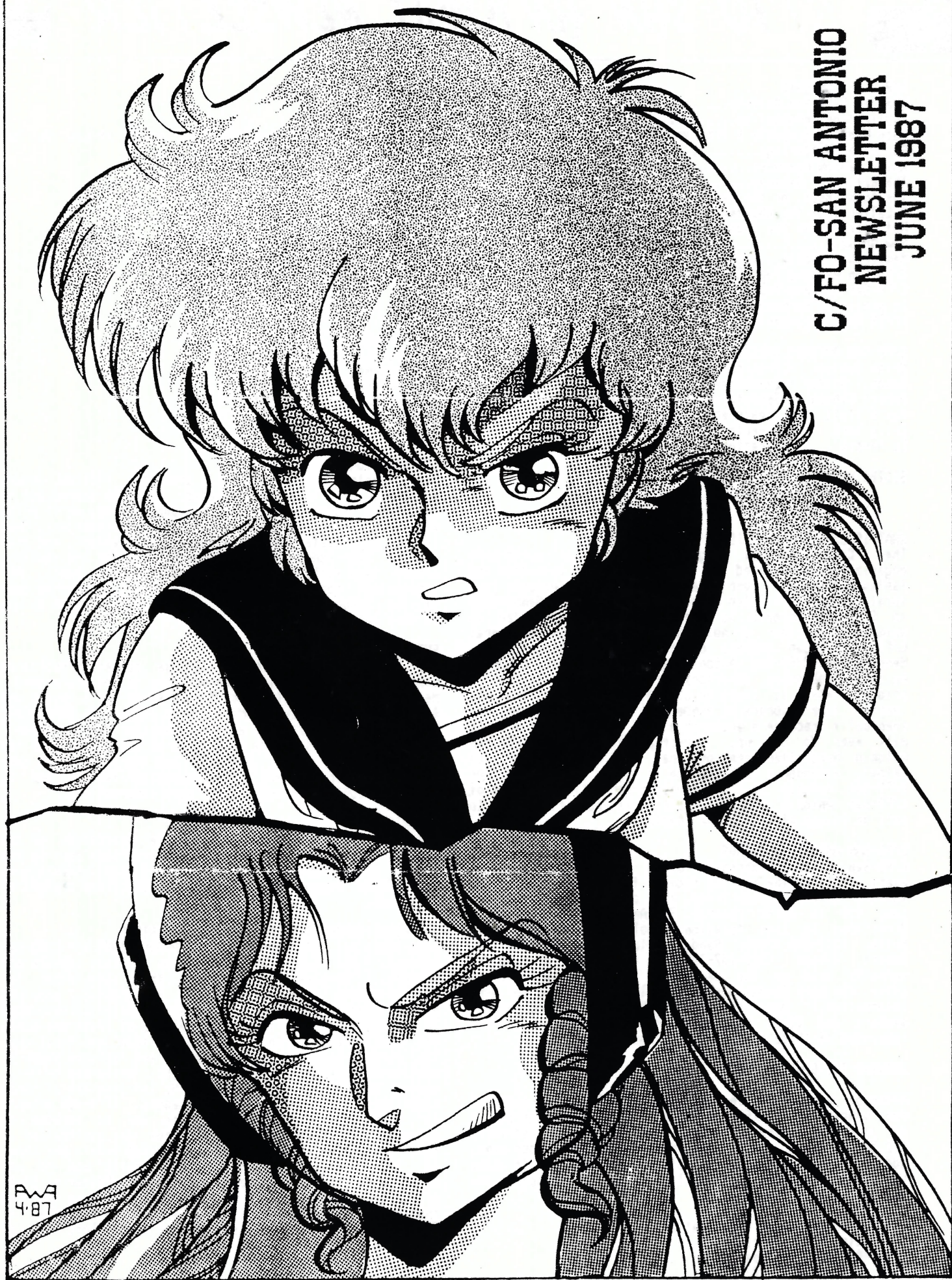
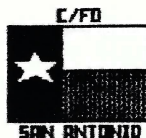


C/FO-SAN ANTONIO
NEWSLETTER
JUNE 1987





C/FO-SAN ANTONIO NEWSLETTER



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C/FO-SAN ANTONIO OFFICERS

Brian Sutton - President
Randall Stukey - Executive
Robert Gibson - Secretary/Representative
Ray Elliott - Treasurer
Craig York - Director
Ed Sevcik - Director

SISTER ORGANIZATIONS

SDF-Fort Worth
C/FO-Denver

WHAT IS C/FO-SAN ANTONIO?

The Cartoon/Fantasy Organization is a world-wide organization dedicated to the enjoyment of animation and fantasy from all over the world. C/FO-San Antonio is a local chapter affiliated with the general C/FO. Membership in C/FO-San Antonio is open to anyone interested in animation, whether or not you are a member of the general C/FO. C/FO-San Antonio currently has no chapter dues. Members of C/FO-San Antonio are listed in the C/FO-San Antonio Membership directory, receive a little bit of priority when it comes to obtaining tape copies from the chapter tape library or membership in APA-WASHIN, and may eventually receive a membership card if any of our artists will ever do one up. Subscriptions to the C/FO-San Antonio Newsletter are optional (and do cost money, see below), although a subscription is highly recommended. As C/FO-San Antonio is a democratic organization, members of C/FO-San Antonio who are able to attend meetings get to vote on issues affecting the chapter.

C/FO-SAN ANTONIO MEETINGS

C/FO-San Antonio currently meets the second Sunday of every month at the meeting room of the Winston apartments, located on Sir Winston Drive, just off Blanco Road outside Loop 410 in north central San Antonio. Anyone needing directions to this location should contact either Brian Sutton (512-655-4708), Randall Stukey (512-655-2678), or Robert Gibson (512-657-7296). (A second meeting is normally held on the second or third Thursday evening after the main Sunday meeting, call Robert Gibson for more information.) Donations of \$1.00 per month from general members and \$2.00 per month from associate members are requested of those attending meetings.

JOINING THE GENERAL C/FO

Although membership in the general C/FO is not required for membership in C/FO-San Antonio, we do encourage people to join the general organization. Dues are currently \$12.50 a year. Mail your dues along with your name, address, phone number, a list of your six favorite anime series or features, and a list of any C/FO chapters you are officially a member of to:

Cartoon/Fantasy Organization
Attn: New Membership
401 South La Brea Ave
Inglewood, CA 90301

PUBLICATION INFORMATION

EDITORIAL ADDRESS

Address all contributions and subscriptions to the following address:

C/FO-SAN EDITOR
c/o Randall S. Stukey
4122 Tallulah
San Antonio, TX 78218-3452

EDITORIAL STAFF

Editor/Publisher: Randall S. Stukey
Assistant Editor: Robert W. Gibson

ARTISTS FEATURED IN THIS ISSUE

Rich Arnold (Cover, 4, 10)
Roy Bruce (p 6)
Ted Delorme (p 6, 9)
Steve Krueger (p 5)
Dan Kellaway (p 9)
Laly Thao (p 7, 13)

CONTRIBUTIONS

Yes, contributions of art, articles, fiction, news, synopses, etc. are always needed. Don't be scared off by our fancy format, this is a FAN publication, we'll print almost anything that is related to anime in some way, that is in good taste (this is a family publication), and that is not over-long. We will correct grammar and spelling errors (and stick in some of our own errors to boot). All substantial contributors to an issue will get a free copy of the issue (or have their subscription extended by one if they are subscribers).

SUBSCRIPTIONS

The C/FO-SAN ANTONIO NEWSLETTER is currently published monthly, but this publication schedule is not guaranteed. Mail subscriptions (in the US) are \$9.00 for 6 issues and \$18.00 for 12 issues. Make checks payable to DRAGONFIRE PRODUCTIONS. If you are a mail subscriber and you haven't received your issue by the 15th of the month, drop the editor a line ASAP. Both we and the post office make mistakes! Trades for your newsletter/fanzine can be arranged, contact the editor for more information.

ADVERTISING

Free ads are inserted at the sole discretion of the editor. The base ad rate for camera-ready copy in the proper proportions is \$15.00 per full page. Advertisers are solely responsible for the accuracy and content of their ads.

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JULY MEETING SCHEDULE

1:00-1:30	Dragon Ball #16	5:00-5:30	City Hunter #3
2:30-2:00	Conan, Future Boy #1	5:30-6:00	Votoms #15
2:00-2:30	Urusei Yatsura #2	6:00-7:00	Dinner Break
2:30-3:00	Lensman #2	7:00-9:30	Rumic World 1, 2, & 3
3:00-3:30	Detective Holmes #2	9:30-10:00	Hokuto no Ken 2 #11
3:30-4:00	C/FD Meeting	10:00-10:30	Lupin III Pt I #3
4:00-4:30	Saint Seiya #1	10:30-?::??	Requests
4:30-5:00	Hokuto no Ken #88		

Synopses for many of these shows follow. Please remember that these synopses are done by amateur fans of the the individual series, some of whom do not even understand Japanese. Accuracy is not promised, but even a somewhat inaccurate synopsis is far better than no synopsis at all, especially if you would otherwise had not have any idea what is going on!

CONAN, BOY FROM THE FUTURE #1

by Ben Dunn

On a small island, somewhere out in the middle of a vast ocean, a young boy sets out to catch some fish for his grandfather. The boy and his grandfather are the only two inhabitants of this small island. They have to make the best of what they have. They make their home in the remains of a spaceship that crashed there many years ago. The young boy is named Conan.

Conan fishes in what used to be a major city, now completely underwater. There he battles a huge shark that has been scaring away many of the fish that normally inhabit the surrounding waters. After a brief struggle with the shark, he defeats it and carries it back to his grandfather.

He is sidetracked en route, however, when he chances upon a young girl who has been washed up on the shore. Conan gets his grandfather. This is the first contact with other humans that either of them have had in many, many years. After caring for her awhile, they find that her name is Leena. Later she tells them that she escaped from a ship whose crew wanted to make her reveal the location of her uncle, who is a major scientist. Several days go by peacefully, then, while Conan and Leena are playing, a plane lands on the island. Leena recognizes the plane and tells Conan that it is from the city of Industria. The plane's crew and passengers try to force Conan's grandfather to tell them where Leena is.

Conan attempts to save his grandfather, but to no avail. The leader of the group from the plane manages to capture Leena. They put her aboard the plane and take off --- with Conan hot on their trail.

URUSEI YATSURA #???

by Ray Elliott

This episode begins with Ataru finding a candy present from Ran in his locker. After he eats it in class, he gets sick and is taken to the school infirmary where Cherry is helping his niece, Sakura, the school nurse. A few minutes later, Ran reports to the nurse as well, pretending that she is sick. Ran is put into a bed next to Ataru and Sakura sits between them. Ten arrives and starts talking to everyone.

Ataru gets up to get Ran a glass of water and she asks him --- in a whisper --- to give it to her orally. Ten and Sakura think that Ataru is using the water as an excuse to kiss Ran. They clobber him and Ran gets water spit on her by Ataru during the fight. The nurse leaves. Ran then cons Ten into leaving. Then she asks Ataru to kiss her. But when he starts to do so, Sakura comes back and clobbers him again. Meanwhile, Ten finds Lum --- tied up in the closet where Ran put her.

Ataru takes some medicine that Cherry has made up for him. Ran kisses Ataru (and nothing happens!) But then Cherry and Sakura come back in and tell Ataru that he took too much medicine. Suddenly, Ataru feels very friendly towards Sakura and jumps her. At this opportune moment, Lum and Ten arrive, and seeing Ataru with the nurse, they procede to fry and electrocute him several times while Ran looks on, horrified.

LENSMAN #2

by Randall Stukey

The Lensman anime series is based (loosely) on the Lensman series written by E. E. "Doc" Smith. The series is nothing like the anime movie, except that they are both based on the same books.

The first episode of this series is being skipped because it is really quite boring. Kimball Kinnison meets Mentor and recieves his Lens. The only thing in the the first episode's favor is that Kim does not obtain his lens from a dead Lensman like he did in the Lensman movie.

The second episode is only slightly less boring (believe me, folks, it does get better), but it introduces Worsel, the Dragon Lensman. As Worsel is generally the most popular character in the series, I didn't think we should skip this episode as well. The plot is quite straightforward; so I will not even bother to detail it.

SAINT SEIYA #1: Resurrect! Legend of Heroes

by Jeff Wong (reprinted from OOT OF THE CHOAS #3)

In the not too distant future, man has discovered a new form of entertainment: the greatest fights in the world---perhaps the universe. This is the fight between the Saints. This was organized by the now deceased Japanese multi-millionaire and eccentric, Mr. Kido. Of the sudden appearance of the Saints, there was little explanation. However, as the Grand Colosseum which could hold over a hundred thousand people was built in the heart of New Tokyo and everyone was caught up in the excitement, they didn't bother to question their appearance. The contest is conducted by Kido's daughter, Saori, and Saori suddenly announces the real nature of the contest. It appears that the galaxy is about to enter into a war between Athena and Ares, and all of mankind will be drawn into it. The purpose of these fights is to choose among these ten Bronze Cloth Saints to accept the Golden Cloth (Sagittarius) by means of a Grecian style test of skill.

The contest starts off with Unicorn against Lionet. And yet, even as the fight continues, three of the contestants have yet to arrive. They are Cygnus, Phoenix, and Pegasus.

In the ancient city of Athens, young Seiya must face his

punishment for trying to escape. However, Seiya's mentor, Marin, saves Seiya by claiming that she was only trying to give him some special training. Now, Seiya must prove himself against the mighty Adea, who intends to destroy Seiya so he may become Saint Pegasus. (It is said that within every man's body exists a small cosmos from another dimension. The idea is to utilize that power within oneself. To be qualified as a Saint, not only must a man understand how to use that power, but he must also attain the inhuman speed of throwing at least 85 punches in a second.)

That night, Marin warns Seiya against the curiosity of Pandora. The sudden attack of Sana and her men, however, leads Marin to decide to help Seiya escape. The two are finally caught and Seiya must once again show that he is well-deserving of the Pegasus Cloth.

LUPIN III part 1 #3 by Ray Elliott

Lupin and Fujiko are talking in a small motorboat as this episode opens. They save a blonde woman after her boat wrecks. Lupin goes ashore to talk to the blonde. Meanwhile Fujiko leaves with their boat. Suddenly, a patrol boat appears with its machine guns ablaze. It has Lupin and the blonde trapped --- until Jigen appears and takes care of the boat with one shot. During all the confusion, the blonde woman disappears.

Lupin and Jigen, recognizing the patrol boat's markings, try to sneak into the country it came from to find out what's going on. They try to sneak in by using scuba gear and escape a death trap by making the villain think his scuba divers had killed them.

They come ashore on the villain's island and find a grove of strange flowers and the blonde woman. Of course, Lupin goes after her. When he catches her, she takes them to her father's house (but doesn't go in). He is a professor who explains that the juice of the strange flowers they saw can be made into a very powerful explosive.

While Lupin and Jigen are talking to the blonde's father, she is meeting Fujiko on the beach. Their meeting is watched by the villain. Fujiko tries to leave with some of the flowers in a plane, but she is shot down by the villains.

When the plane crashes, Lupin goes off to see who was in it. He finds Fujiko, while they are talking in a grove of talks, some of the villain's men attack them. A firefight erupts with many losses on among the villain's men. At about the same time, more of the villain's men attack the professor's house. While Jigen and the Professor escape, Lupin, who is returning to aid them, is captured. He is interrogated by the villain, but changes places with him and escapes!

Lupin, Jigen, and the professor try to escape in a plane, destroying the grove of flowers with bombs as they leave. The blonde woman literally disappears at this time. The professor is killed by the villain as they fly away.

After they are safely away, Lupin dives from the plane into the ocean where he locates the submarine that he and Fujiko were apparently looking for at the start of the episode. After locating the missile he was really looking for aboard the sub, Lupin is surprised by the villain, who is in turn surprised and knocked out by Fujiko. Lupin repairs the missile and he and Fujiko take off in it. Unfortunately, Lupin did not seem to do a very good job of missile repair, because the missile crashes back into the ocean. As the episode ends, we see Lupin, Jigen, and Fujiko sailing away on rafts, waiting to be rescued.



CITY HUNTER #3 by Robert Gibson

In the third episode of this new Nippon Sunrise action/adventure series based on the popular manga by Tsukasa Hojo, Ryo Saeba (the "City Hunter" of the title) helps a distraught client investigate and avenge the death of a boxer killed by a rival fighter. This episode shows a side to Ryo that is hidden by his otherwise clownish personality.

VOTOMS #15 by Dave Stowell

This episode starts with rebels sneaking up on the base. They zag a couple of lemmings on patrol and attack. The racket wakes up Chirico who had been asleep in his bunk, and he races out with everyone else to get even for the mess. The troops do a pretty good job on the slimeballs, but a rebel girl gets away by motorcycle.

While fires are being put out and bodies counted, Chirico and some friends (along with Gotho) decide it's Miller Time. Everyone heads out to the Phantom Club. Cocconer's singing, but I guess it must be the only place in town to get a drink because everyone goes there anyway!

Early the next morning, the men fall in for morning formation and get a motivational speech from fatty. Stringbean gives out unit assignments --- it's time for a round of search and destroy.

Chirico and his armored unit support a sweep through a village near the river. After rounding up the villagers, Stringbean asks them real nice where the rebels are. The village headman refuses to be reasonable, so the lemmings have to go in and take a good look through the place. They find the girl who escaped on the motorcycle the night before and take her to Stringbean. This leads to a scene right out of DEERHUNTER. One of his men makes a scene out of the confrontation, but Stringbean isn't impressed by it. I don't blame him.

It's all right, though, because all hell on wheels breaks loose when a unit of Secret Society armor is discovered in the temple next to the village. We get some good small-scale action as Rollerskatin' Robots of Death and Destruction pummel each other in a Demonic Demo Derby from Hell. Chirico is attacked again by the pilot he believes is Fyana. When he finally gets out of his armor and the other pilot pops the lid, it's not Fyana (of course)! This is the first appearance in the series of Ypsilon. Chirico stands outside his armor, facing Ypsilon, when the episode ends.

HOKUTO NO KEN 2 #111
by Robert Gibson

Kenshiro returns to a world which needs him after an absence of a long while, during which time Jacou and his minions have subjugated the populace. In this episode, an exhausted Ken befriends the son of an old and dying town leader who regains his courage enough to again attempt to protect his village from the evil forces of Jacou.



EDITORIAL MUTTERINGS

With this issue, we start the second half of 1987 --- already! It's hard to believe that this is the seventh issue of the C/FO-San Antonio Newsletter we've put together this year. Let's hope the second half of the year is as good as the first. Not much general stuff to talk about this issue, but a whole slew of special topics....

This issue is being split into columns by a new method which just me more control over where things go. Unfortunately, the columns cannot be automatically fully justified by this process, I'm going to have to write a new program to handle this. This month, however, you'll just have to put up with a ragged right. Sorry!

SPECIAL INSERTS: Last issue seemed to be very well received despite all the space taken up by political-type stuff. I got no less than 4 letters on the DRAGONAR insert! Every one of these writers liked the idea of the inserts and hoped that we would be able to do more such inserts highlighting various shows. Well, we'll be happy to print all that we get. However, not many people have the time to prepare quality material like the DRAGONAR supplement in the last issue or the ICZER ONE supplement in this issue. We have Henry Jenrg to thank for this month's supplement. Like Marg Baskin, Henry spends a lot of time translating and deserves a "Thank You" from us all

THE C/FO-SAN ANNUAL: This project is on and should be published sometime this fall (we cannot say when as publishing the monthly C/FO-SAN and the quarterly NEW C/FO BULLETIN must come first). The editor absolutely refuses to call this publication the C/FO-San Antonio Annual, however! The tentative title is ARCADIA. Reprinted in ARCADIA will be most of the synopses, fiction, and articles from the 1986 C/FO-San Antonio Newsletters and lots of illustrations from those same issues - many printed full size. Editorials, politics, and the like will NOT be reprinted. ARCADIA will print quite a bit of totally new material as well, perhaps even a script!

ARCADIA will probably be somewhat between 100 and 150 pages long and will probably sell for between \$6.00 and \$9.00 (not including postage). Orders will be taken as soon as we have a firm size and publication date (and NOT a day before, please do not send money now!), but start saving your yen now because only as many copies as are ordered will be printed!

If you have a major article or story that you'd like to submit for the editor's consideration, please send it to the following address by the August 15, 1987:

ARCADIA PROJECT
c/o Randall S. Stukey
4122 Tallulah
San Antonio, TX 78218-3452

Full page artwork is also being solicited for the ARCADIA PROJECT. Please note that somewhat higher standards will be used for selection for ARCADIA than are normally used for the C/FO-San Antonio Newsletter, so please enclose a SASE (large enough to contain your submitted material) if you'd like your material returned if it can't be used.

AREA CONVENTIONS: C/FO-San Antonio and C/FO-Hill Country will be at Austin Fantasy Fair in force over the Fourth of July weekend! I hope that we see even more of you there than I expect. We hope to recruit a few more area members for both chapters and generally have a good time. Robert's and my tape collections will probably be there in even bigger force. Some folks from PANIME in College Station should be there. The General C/FO's current Membership Secretary, Scott Weikert, and the General C/FO's Correspondence Secretary, David Merrill will be there representing C/FO-Atlanta.

Bulldog Productions have finally decided on a site for the SAN ANTONIO FANTASY FAIR on the weekend of October 2-4, 1987. It will be held at the SAN ANTONIO SHERATON on Austin Highway - a mere 2 miles from my house! Three day tickets are \$10.00 in advance, \$15.00 at the door. Despite the fact that I personally do not care for Bulldog-run conventions (they aren't fan-oriented enough for me), we need to do all we can to make this convention a success --- San Antonio needs to prove that a successful convention can be held here! All our local members should begin planning now to attend and any out-of-town people who will still have some vacation time coming in October might want to plan to come down - it'd be a great chance to dub copies (the entire C/FO-San Antonio tape library would be in town for a convention) and there are numerous motels and fast-food places within a mile of the con hotel! I'd love to see the entire membership of C/FO-San Antonio there! (I know that that is probably impossible, but let's see how close we can come!)

Remember to Keep your seriousness about you!

Randall S. Stukey, Editor
Chief Protector Against Silliness (CPAS)

ANIME FANDOM NEWSWIRE

Compiled (with commentary) by Randall Stukey from with a little help from his friends.

Fred Patten has resigned his position on the ASTRO BOY comic book due to creative differences. According to Fred, the publishers want to give ASTRO BOY all sorts of personal problems and make him into a Marvel-style superhero.

ECLIPSE COMICS is interested hearing what manga that anime and manga fans would like to see brought over to America.

But don't delay, Cat would like to receive your input by the first of August. Write to Cat at the following address:

Catherine Yronwode
Eclipse Comics
P.O. Box 199
Guerneville, CA 95446

Scott Frazier (of both C/FOOD and C/FO-SA) is now working in Japan for Vision 80 studio as a character designer. They are planning a major animated release for the American market in the near future. C/FOOD is helping Scott conduct a survey to determine what would be well received. You can participate by sending a letter stating what subject material (SF, horror, comedy, etc.), style, characters, and so on that you would like to see in a feature to:

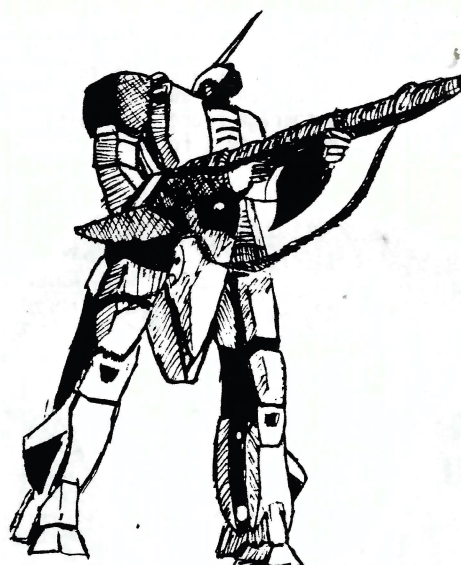
C/FO Denver
c/o Ed Connell
840 S. Oneida #A-110
Denver, CO 80224

Ed Craddock is trying to start a "Super Dimension" (Macross, Orguss, and Southern Cross) related apa. For more information contact Ed at 3131 N. Chickasaw Way, Beverly Hills, FL 32665.

Our good friends in College Station (PAMINE) have produced a translation of the SPT Layzner Roman Album. It's available for a \$4.00 CHECK OR MONEY ORDER PAYABLE TO KIRK HOUSER. Order from the following address: Kirk Houser, Dept. SA, P.O. Box 1214, College Station, TX 77841.

An Atlanta-based company has reportedly acquired the rights to do an animated version of Doctor Who from the BBC! They will apparently be writing their own stories, not adapting live-action ones.

The Earth Defense Command has finally finished and begun mailing out issues of NOVA #9. This issue, edited by guest editor Tommie Dunnam, is quite good and infinitely better than NOVA #8! Articles on Robotech, Yamato (including some translations from the BE FOREVER YAMATO Roman Album), Star Blazers, and Lensman are included along with fan fiction, poetry, and artwork. It's a nice package. However, I cannot say the issue is worth the long wait since NOVA #8 first appeared (not quite a year ago now --- err, over a year ago if one counts the so-called "rebuttal" NOVA #8). Mailed with NOVA #9, is the latest issue of WHISPERS OF ISCANDAR which announces a (long needed and long overdue) reorganization of the EDC. The last two issues of NOVA (#10 and #11) are scheduled for completion in September and December of this year. If you are a member of the EDC and haven't received this material by the end of July, write to the EDC at PO Box 515942, Dallas, TX 75251-5942 and let them know that there is a problem.



R. Bruce

THE RETURN OF DYNAMAN

by Omar Velasco

In May, I phoned KENS TV about the disappearance of DYNAMAN after just two episodes. The gentleman in charge of broadcasting informed me that the two showings were a sample to test the waters to see if there was an audience for it and that it might return in June.

He took my name and suggested that I and any one else interested should phone Susan Korbal, the General Manager of KENS 11. At the May meeting, I mentioned her name and phone number to the membership.

The day after the meeting, I decided to take the bull by the horns and called Ms. Korbal to ask some questions on the DYNAMAN show. She seemed to be very elated about my interest in the show. She told me that the distributors, FOX-LORBER had decided to send the station the two episodes we saw to see if it had a sizable audience. She also told me that the DYNAMAN may return in the fall, not in June.

I told her about C/FO-San Antonio and how much the members enjoyed DYNAMAN. She said that she had spent time in Japan and that she is interested in our suggestions for new programming. Ms. Korbal also gave me the address of the distributor of DYNAMAN so we may write and express our interest.

Susan Korbal, General Manager of KENS 11: phone 366-5000

FOX-LORBER ASSO. (Distributor of DYNAMAN)
432 Park Ave South
New York, NY 10016

[While there is, of course, little sense in contacting KENS 11 unless you live in the San Antonio area, all of our readers can write to FOX-LORBER. Remember to keep your letters short and polite --- and that letters are better than petitions day of the week. Perhaps if DYNAMAN returns to the airwaves, people can get their dose of silliness there and not expect to get one in this ultra-serious newsletter---CPAS!]

later, we ran out of ammo and Cobras at the same time. "Well, at least it makes for a thirsty crowd..." muttered Posaydal as she set about activating the cleaning robots (well, cleaning Orbots, actually, we got 'em real cheap). Finding myself unpleasantly sober, I ordered a round for the house, drank it, and glanced around for Hamaan. I didn't see her, she must have disappeared during the carnage, along with Char, if that's who he really was. Things settled down again, Lupin remembered a job he had to pull, and I was left to sink into a grim reverie of war, love, and abandonment. Just before I became insufferably maudlin, the floor shook with the sound of massive footfalls passing by outside. A moment later came the deafening blast of a massive energy discharge followed by an angry cry of "OUCH, DAMNIT, THAT SMARTS!"

Having been on the receiving end of that bellow more than once, I knew in an instant there was REAL trouble. Dashing out to the street through a baka-shaped hole in the wall, I was just in time to see a towering grey shape emerge from the typical dark alley down the street, leap into the air with a rush of jets, and disappear.

Reaching the mouth of the alley, I found my worst fears confirmed. It was my boss, Ran Kenstukey. There wasn't much left of the head, but the briefcase was unmistakable --- few briefcases have "Sic Semper Tyrannis" tooled boldly on bold sides. Even with most of his head blown away, I could see from the slight twitching that a spark of life remained. One steely eye rolled up to look at me as I knelt beside him. Using his own blood he drew a crude representation of Senor Wences on his right fist (among other things, he is a superb ventriloquist) and through his shattered larynx came his dying utterance, :HE-Hea.....MMM.....nnnK-K-Kaaaaaa.....".

The implication staggered me, but there was no time for idle speculation, I hoofed it back to the Dead New Types Lounge, meeting a worried looking Oldna Posaydal at the door.

"Was that..." she began.

"Yeah, It...It was Ran. He's been hit."

"Nooo!" she wailed, turning away from me.

"Listen sweetheart, I know it's hard," she started crying, which is a neat trick for a computer generated personality, "but I need you together, not hysterical, so get on the horn to Zenigatta, then patch me through a secure line to Special Branch Central. I've got part of a license plate number off a Mark Two to track down." She didn't look at me, but nodded, and sniffed.

"And make sure nobody leaves without paying their tab," I said as I sat down at the terminal a few moments later. Hour after hour my fingers flew over the keys, until, finally, as the dawn broke briefly, before dimming again beyond the overhanging clouds, I found my lead. The big fellow had come from a Tuxedo rental shop in Fort Worth! It sounded pretty silly, but I guess a suit is a suit. Not much to go on, but one thing was certain, this was one case that wasn't going to lack for suspects.

After breakfast, I wandered into SBHQ to give my equally exhausted colleague, Fightin' Bob, the low down on what I had so far. As I walked in, the big blue guy on his way out gave me a dejected look as I passed him but said nothing as he moped out the door. The smell of patchouli almost knocked me down as he passed. Coughing, I stepped into the General Secretary's office. Luckily, Eve was no where in sight.

Bob looked up from a sheaf of printouts and said wearily, "Baka. About time."

My curiosity aroused, I jerked my thumb over my shoulder at the door. "Client?" I asked.

"Hah, just another Zentraedi selling encyclopaedias," he paused. "Baka, Ran's been shot."

I nodded and he started in surprise. Pouring myself a cup of yesterday's coffee, I filled him in on what I knew. As I finished half an hour later, he eyed a package on his desk. Tossing it over to me, he said, "I wonder if this has anything to do with it."

Tucked under one of the wrapping strings was a folded telegram. I was about to open it when the phone rang. Bob answered it, listened intently, then stared in alarm. "What?...Right, we'll be right down." He rang off.

"That was Zenigatta, calling from the morgue. There's been a break-in, and Ran's body is missing!"

* * * * *

Far away, in an unused storeroom in the still under construction Hotel Anime II, a strange figure studies a monitor. Before a hideous mechanistic idol, a crowd of Nagano extras dance, chanting, "IA-ta IA-ta-IA-IA! IA XABUNGLE! IA C'L-GAIM! THE WHITE BOT OF THE WOODS WITH A THOUSAND BOLTS!!"

Turning from this grisly scene, the weird figure in the white lab coat chuckles. His chuckle is a sinister, throaty sound, like Smurfs gargling acid. "Dance, dance, you pitiful fools. Soon, soon, the secrets of the multi-uni-omniverse shall be mine! HHAHA!! Yes, soon, I shall know why, why I seem to repeat a word in every sentence!!"

With a mad, maniacal cackle, he plunges a syringe into a bottle of Prell Concentrate, draws its contents, and turns to address the silent figure that lies on the slab before him. "In moments, Ran Kenstukey, all your dread forbidden knowledge shall be mine, even the formula for New Coke and the eleven herbs and spices! THEN-THEN the world shall tremble at MY name! The name of Benton's smarter, younger brother! The name of (wait for it) Herbert Quest!!! REANIMATOR!!!!!! MUEEHHAHAHAHAHAHA!!"

* * * * *

Even further away, a grim, ancient-looking trio watches the preceding scene on a spherical holoprojector. One speaks, "He does not suspect?"

"No," replies another. "He believes his funding comes from something called the Ford Foundation. Little does he know that he is merely a pawn, a pawn of the Robotach Marketers."

"Gee," enjoins the third, "now you're repeating words....Nyuk, nyuk, nyuk," he chortles behind his hand.

"Oh yeah? Well repeat this, lamebrain!" snaps the second, poking his colleague in the eyes. "There!"

"Aw gee, Moe..." begins the first.

"Listen, Knucklehead..."

* * * * *

And even further away, a ship's horn sounds.

NEXT: Mint Bombay returns, strange doings at the pyramid, and cheese in PROJECT: A-HO!



A LETTER FROM THE EXECUTIVE

NEW C/FO-SAN ANTONIO DIRECTOR: This issue, we welcome a new officer to the C/FO-San Antonio Executive Board. Ed Sevcik was elected to the office of Director at the last meeting. For the first time in our history the vote was actually close. Ed Sevcik and David Stowell were nominated for the office. The first vote was tied at eight votes each. Ed won on the second ballot by a margin of one vote (9 to 8, with one additional member voting.

BYLAWS REVISION: Two last-minute amendments were proposed to the bylaws revision by the Executive Board. The first amendment, to insert "Ten percent of all chapter dues shall be placed into the chapter's general fund to help defray chapter administrative costs" as subsection b (with the original sub-section b becoming sub-section c) in Section 1 in Article IX, was approved after some debate by a vote of 15 ayes to 0 ayes.

The second amendment, to insert the following as Section 4 in Article IX was approved by a vote of 17 ayes to 0 nays.

Section 4. Fiscal Responsibility.

- a) Neither C/FO-San Antonio nor its officers, members, branch organizations and other subordinate units shall be responsible for the debts and obligations of the general Cartoon/Fantasy Organization or for the debts and obligations of any of the other chapters of the general Cartoon/Fantasy Organization.
- b) C/FO-San Antonio shall not be responsible for the debts and obligations of any of its branch organizations, nor shall any branch organization be responsible for the debts and obligations of any other branch or for the debts and obligations of the parent organization, C/FO-San Antonio.
- c) Income shall not accrue to members except through wages and salaries for chapter employees or as payment for services rendered when such services are above and beyond the normal duties of membership and office and payment for such services is approved by vote of the chapter.

Following the approval of the above two amendments, the revision itself, as amended, was approved by a vote of 17 ayes to 0 nays, with 16 general members voting aye. The revised bylaws took effect immediately and in accordance with the provisos, Ray Elliott lost his office of Chapter Director to take on the office of Chapter Treasurer.

NEW MEMBERSHIPS: Only two new members to report this month. Ted Woltering joins us from Arlington, Texas and is a fan of two of my favorite features, MY YOUTH IN

ARCADIA and CRUSHER JOE. Brad Gill joins us from Irving, Texas. He's a fan of PROJECT A-Ko and Dirty Pair, among others. Both of our new members list themselves as artists so perhaps we will see some of their work herein in the future! Actually, we would have had a couple of more new members to report but we've had a spate of unsigned checks and incomplete forms which have had to be returned for correction this month!

Thanks to our illustrious Lord President, we now have a few hundred chapter information flyers to send out to interested parties and take to conventions! It seems like Lord Brian-O was taking a printing class and couldn't think of anything else to print up. These flyers did not cost the chapter anything and we owe Brian and his fellow co-conspirators a big thank you.

TAPE THANK YOUS: Although chapter membership may not have grown much in June, the membership of the C/FO-San Antonio tape library sure did and we have quite a few people to thank for this influx of tapes. All the Galaxy Rangers episodes were taped for us by Lory White and have finally been included in the catalog. The subtitled Ken episodes and the tape with one of this month's Runic World featurettes is courtesy of Laurine White. Steve Boyd sent us the tape with the Wings of Honneimise special. Roy Bruce provided the tape with Macross and Megazone in English. The tape with Fandora III and the Astroboy we enjoyed at our June meeting was provided by Cindy Ward. The Mazinger tape came from Julio Castellon. All the Gundam episodes come from Barbara Edmunds' collection although Pat Munson-Siter handled the dubbing. Thank you one and all!!!

Next month, an Austin Fantasy Fair report...

Randall S. Stukey
Chapter Executive

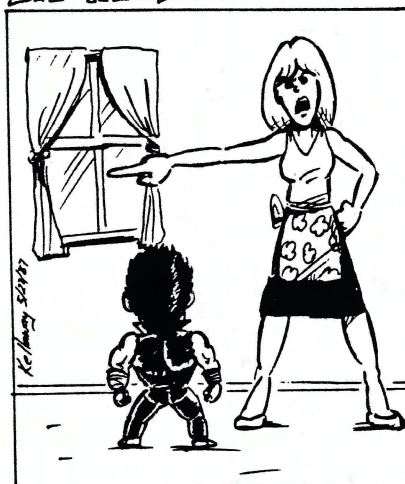
NOT NECESSARILY THE CLASSIFIED ADS #2

Let it be publicly known as of this day: I am not a metamorph! Galaxy Ranger 'Goose' Gooseman.

Family reunion this Saturday at 1:00pm in the Matsumoto Room of the Tokyo Hilton. Sponsored by Tobor, the Eighth Man.

Looking for that mobile suit that's just right for you? Then stop by Robert 'n Randy's Robot Roundup! Okay, so they're previously owned, but we carry the widest

LIL' KENSHIRO



FOR THE LAST TIME, GET IN THERE
AND CLEAN YOUR ROOM! AND WIPE
THAT SCOWL OFF YOUR FACE!!

selection in the star cluster! Everything from Aphrodite to Z Gundam, you name it, we got it!! Easy credit terms with dealer financing available, so come on by!

Early enrollment for the fall session of Ninja High School will begin this Monday. Please stop by our offices or send an SASE for a current copy of our curriculum.

Thinking of going someplace special this summer? Why not consult the travel experts? Yes, we at Travel by TARDIE (Time and Relative Dimensions in Etc) know what we're talking about. We can arrange for that once-in-a-lifetime tour of Laputa, Windaria, Castle Cagliostro, Millenia, or even Frostbite Falls, Minnesota. If you prefer time travel, then just say when! Look for our special offer, this week only, to the year 199X. (Certain restrictions may apply.) Ask about our package tours and group rates. You'll be glad you did!

LOST: One Dynaman gadget watch. If found, please return to Dr. Ho's Secret Command Post and Day Care Center immediately as the fate of civilization as we know it hangs in the balance. 200 yen reward, so check your watches!

Finally available to the general public! The COMPLETE collection of "Oh Tortuna"!!! Now you too can be the proud owner of this magnificent 60 record set containing all the lyrics to this galactically known and loved song. Just send us your order and we'll mail you a record every month for as long as it takes. Or if you prefer not to wait, we'll send you the entire 60 record collection the same day you order. AND, if you order now, you'll also get a free copy of Spacy Kasem's Favorite Pan-Galactic Hits. Included are such chartbusters as "Psycho Crystal" by Nimrod and the Slaver Lords, along with "I Wear My Sunglasses in Space" and "He was Only a Fifty Foot Mecha But He Looked Like a Robot to Me". To save COD charges, have your Galactic Express Card ready and call our toll-free number 1-800-TORTUNA! Order Now!!

WANTED: Readers for the NOT NECESSARILY series, which are not necessarily done by Alicia Jimenez.

NEW ANIME

The following new tapes have been received. As usual the episode numbers and such are not necessarily correct, but they are the best we can do at this time. The new version of the C/FO-San Antonio taping rules (hopefully this version is somewhat easier to understand) and a new master tape list are printed in this issue.

TAPE SPD CONTENTS

- C102 4hr Mobile Suit Gundam #1-10
- C103 4hr Mobile Suit Gundam #11-20
- C104 4hr Mobile Suit Gundam #21-30
- C105 4hr Mobile Suit Gundam #31-40
- C106 2hr Mazinger Z vs General Black, Great Mazinger vs Getta Robotn Great Mazinger vs Getta Dragon, Great Mazinger vs Grandizer (All in Spanish)
- X029 4hr Mobile Suit Gundam #41-43, Harmageddon
- 16 4hr Hokuto no Ken #34-43(partial) Subtitled
- 17 4hr Lovely Betty Manongatari, Wings of Honneimise Special, Maskman #2, Metalder 1 ep
- 18 4hr Digital Devil Story, Lumic World 3: Laughing Target, Maryu Senki, Katsugeki Shojyo Tanteidan, Twilight Q
- 19 4hr Macross Movie (English), Megazone 23 Part II (English), Macross #7
- 110 2hr Pandora III: Final Story, Astroboy 3 eps (English, B&W)
- J1 6hr Adventures of the Galaxy Rangers 11 eps
- J2 6hr Adventures of the Galaxy Rangers 12 eps
- J3 6hr Adventures of the Galaxy Rangers 14 eps

TAPE SPD CONTENTS

- J4 6hr Adventures of the Galaxy Rangers 14 eps
- J5 6hr Adventures of the Galaxy Rangers 14 eps

MEMBERSHIP UPDATE

If your name appears on the following list, it's time to renew your general C/FO membership (at least according to our chapter records). General C/FO dues are \$12.50 a year and should be sent to this address: Cartoon/Fantasy Organization, 401 South La Brea Ave, Inglewood, CA 90301.

C/FO Membership expires in July 1987

=====

Gerald Burton	Eric Moore
Ted Delorme	Aaron Reed
Michael Ford	Alvin Ronnfeldt
Alicia Jimenez	Mark Rothman
Scott Johnson	Craig York
D.B. Killings	

C/FO Membership expires in August 1987

=====

Edward Sevcik	Hayes Alan Tubbs
Debra Vorgias	

NEW C/FO-SAN ANTONIO MEMBERS

=====

Gill, Brad
2708 Riverlake Ct, Irving, TX 75060
MEMBERSHIP: Local
Artist-Modeler
SF/F INTERESTS:
ANIME INTERESTS: Project Ako-Dirty Pair-Macross-Megazone 23 Part II
Urusei Yatsura-Leda-Nausicaa-Dream Hunter REM-Iczer 1

PHONE: (214) 986-9390

C/FO EXPIRES: N/A
SAN EXPIRES: DEC 87

COLLECTS: VHS (Trade)

Woltering, Ted
1101 Sunnyvale, Arlington, TX 76010
MEMBERSHIP: Local-SDF Ft Worth-EDC
Artist
SF/F INTERESTS: Video-Computer Graphics-Music-Amiga/C64 Computers
ANIME INTERESTS: My Youth in Arcadia-Crusher Joe-Star Blazers-Robotech-Galaxy Express-M.D. Geist-Megazone 23-Macross Movie-Gundam-Justy-Queen 1000

PHONE: (817) 277-0625

C/FO EXPIRES: N/A
SAN EXPIRES: MAY 88

COLLECTS: VHS LD (TRADE)



C/FO-SAN ANTONIO TAPE COPYING POLICY

As some people have had trouble understanding our previous policies, we have made an effort to simplify the wording of our policy.

WHO WE WILL TRADE WITH/DUB COPIES FOR

C/FO-San Antonio will make copies of tapes in its anime collection for anyone (regardless of race, color, creed, political opinions (fan or otherwise), planet or society of origin, etc.) who follows all our general trading rules, provided that the person DOES NOT:

- make any profit from his collection (i.e. he does not sell copies, charge extra blank tapes to make copies for others, or the like)
- impose any restrictions on what can be done with copies from his collection when he makes for others, other than a prohibition on selling them for a profit.

The common practice of charging others for your copying time or even for "wear and tear on the machine" (whether the charge you demand is money, items, or extra blank tapes is immaterial) makes the copying "for profit" under both US and Japanese copyright laws and is therefore **ILLEGAL**. C/FO-San Antonio will not deal with people who are, at best, being extremely greedy! Other people like to impose restrictions on what can be done with copies they make for you (like "I'm make you a copy, but you have to promise not to make any copies from it, tell anyone who wants a copy that they have to trade with me!" or "You can't make any copies for Person A or anyone in Group B.") C/FO-San Antonio does not have such restrictions and we will not deal with anyone who does. **WE WANT COPIES OF ANIME SPREAD AROUND**, not hoarded in collections or used to enrich a handful of greedy people!

GENERAL RULES:

IGNORANCE OF THE LATEST TAPING RULES IS NOT AN EXCUSE FOR NOT FOLLOWING THEM EXACTLY. READ AND FOLLOW THE RULES CAREFULLY. IF YOU ARE NOT SURE ABOUT SOMETHING, CALL AND ASK BEFORE YOU SEND ANY TAPES!

RULE 1: FREQUENCY, NUMBER AND TYPE OF COPIES

Unless a other arrangements are approved **IN ADVANCE** (for example, a tape trade) with the person who will be doing the dubbing, the following limits are in effect:

- **NO MORE THAN TWO TAPES PER PERSON PER MONTH. HOWEVER, ONLY ONE REQUEST WILL BE HONORED AT A TIME.** (That is, if you send us two tapes for dubbing, you may not send in any more tapes until your first request is completed and returned to you --- even if this takes longer than one month!)
- **REQUEST THE TAPE YOU WANT BY COPIED BY NUMBER AND CONTENTS**, this will determine the speed at which your tape will be recorded. If the Master Tape List shows that the tape you desire to have copied is a T-160 tape (a "*" next to the recording speed), be sure to send a T-160 tape!
- **WE WILL ONLY COPY ONE OF OUR COMPLETE TAPES ON TO ONE OF YOUR BLANK TAPES.** We will NOT put two (or more) of our tapes on to one of your blank tapes or selected items from different tapes on to one of your blank tapes unless a trade is arranged in advance.

RULE 2: ACCEPTABLE TAPES

• **ABSOLUTELY NO "GENERIC BRAND" TAPES WILL BE ACCEPTED.** Almost any major name brand tape (Scotch, Fuji, BASF, TDK, JVC, Sony, etc.) is acceptable. Tapes made in places other than the USA, Japan, or Germany are completely unacceptable (examples: J.C. Penny, KMC [K-mart], Megasonic, Classic, etc.) as are tapes which do not have the **VHS IN THE BOX** symbol. As cheap and/or poorly made

tapes can ruin the heads of our VCRs, **ABSOLUTELY NO EXCEPTIONS WILL EVER BE MADE TO THIS RULE!**

• Copies can only be made in VHS format. On rare occasions, Beta copies can be made, **IF AND ONLY IF** a trade is arranged or if the member desiring beta copies can regularly attend San Antonio meetings and can work out an arrangement to dub copies locally.

RULE 3: PREPARING YOUR REQUEST

Please prepare your mailing to us exactly as directed herein --- those who do not follow these instructions may **NEVER** get their tapes back. (Anyone who does not properly label their tapes will definitely **NOT** get them back as tapes without proper labeling are considered free donations to the dubber's collection of blank tapes, we simply do not have the time to attempt to track down whom an unlabeled tape belongs to!!)

• Remove your blank tapes from their wrapper. **ON EACH AND EVERY TAPE, NEATLY AND CLEARLY PRINT** your name, full address, phone number, and the number of tape to be copied on one of the squarish labels and affix it to the tape. **PRINT** the tape number and the contents of that tape on one of the long, thin labels and affix that to the edge of the tape. Place the tape back in its box so that the long label with the tape number and contents of the tape you desire to have copied is **VISIBLE** from outside the box. Anything that is unclear or unreadable will be interpreted as best we can --- and our interpretations are **FINAL**, so print or type **VERY NEATLY** and clearly.

• Obtain two postal mailers and sufficient postage to both mail your tapes to us and for us to return them to you. Address one of the mailers to **YOURSELF**, affix sufficient return postage to it, and place this return mailer and your tapes in the other mailer and address this outer mailer to us (see addresses at the end of these rules). **DO NOT SEND MONEY AND EXPECT US TO HAVE TIME TO GO TO THE POST OFFICE AND STAND IN LINE FOR YOU --- WE DO NOT!** Two tapes can be sent first class anywhere in the continental US for \$2.40 in postage. (This provision **DOES NOT** apply to members who pick their tapes up at C/FO-San Antonio meetings, for obvious reasons!)

• If you enclose a self-addressed, stamped **POSTCARD** with your tapes, we will be happy to notify you that your tapes have arrived.

• If you send a letter or note with your tapes, please place them where we will find them immediately (i.e. **NOT** inside the return mailer or stuffed in a tape box, we might not notice your letter for several weeks in those locations).

RULE 4: NOTIFY US WHEN YOU RECIEVE YOUR COPIES.

Please drop us a postcard or letter when you recieve your tape(s) back so we do not worry about whether or not your tapes got back to you safely.

RULE 5: RESPONSIBILITY

Neither C/FO-San Antonio nor any of our tape dubbers shall be responsible for tapes lost or damaged in the mail.

DUBBING TIME:

Dubbing can take a **VERY LONG** time, due to the huge number of requests that we get. When your blank tapes arrive, they are given to the proper person for taping (whoever owns the master copies) and that person places them at the bottom of the pile (which can be 20 to 25 tapes high), tapes are generally copied in the order that they are received, **HOWEVER**, certain tape requests do have priority over others --- the following is the general priority scheme:

- 1) Copies for those C/FO-San Antonio members whose machines, tapes, and/or time are being used to make all these copies (generally Robert, Ray, and Randall) --- any and all copies we want to make come before anything else!
- 2) Tapes for Robert and Randall's Japanese Pen Pals.

3) Copies for people who are trading with us, people we owe favors to, or people needing tapes for public showing at conventions.

- (average dubbing time: 5 weeks).
- 4) Copies for local area members of C/FO-San Antonio (average dubbing time: 5-8 weeks).
- 5) Copies for other members of C/FO-San Antonio (average dubbing time: 6-12 weeks).
- 6) Copies for non-members of C/FO-San Antonio (average dubbing time: 10-16 weeks).

Generally, you should allow at least 12 weeks from the time we receive the tapes for dubbing for the tapes to wind their way back to you. We aim to get tapes back to you much quicker than this (generally within 4 to 6 weeks for everyone, but we tend to get swamped), but please do not write us a nasty letter asking about your tapes until at least 16 full weeks (that's 4 months, folks) have passed since we received the tapes! EXTREMELY POLITE inquiries about your tape(s) will be answered before 16 weeks have passed BY PHONE ONLY --- we do not have the time to waste writing letters to tell people that we still have not yet gotten to their tapes. (By the way, asking why it's taking so long, implying that your tapes should be given special treatment, or calling every other day is NOT being extremely polite!)

SO YOU WANT TO TRADE:

We love to trade, that's how we've got much of our collection. Each trade, however, must be worked out individually, so write us with your specific offers --- PLEASE don't just send us a copy of your tape list, make a specific offer! Because of all the mail we get, you are far more likely to get a response that way. We try to get the best quality copies that we can (don't let anyone tell you that good copies cannot be found, they CAN if you are patient and willing to work at finding them). We also try to collect complete runs of series. We are not terribly picky about what we want (other than high quality copies), even if no one is interested in it down here, it is potential trading material. However, here is a list of a few series that we are looking for (in complete runs if possible):

CUTEY HONEY	MOST NEW OVAs
QUEEN 1000	
DANCOUGAR	
XABUNGLE	

TAPE-TRADING CONTACT PEOPLE:

Contact either Randall Stukey or Robert Gibson to arrange trades or to request copies. Their addresses can be found at the end of all this fine print on tape copying. If you'd rather call than write, Randall can normally be reached at (512) 655-2678 (best chance to reach Randall:: between 6:30pm and 9:30pm CDT and between 10pm and 11pm CDT Sunday through Friday) and Robert can normally be reached at (512) 657-7296 (best chance to reach Robert: between 10pm and 1am CDT any day of the week). Or call (512) 826-1278 between 12 noon and 5:00pm almost any Saturday and you can talk to both of them, however, they are running a role-playing game during that time (Saturday afternoon) and request that calls be kept VERY BRIEF.

Robert Gibson	Randall S. Stukey
6527 Chapel Forest	4122 Tallulah
San Antonio, TX 78239	San Antonio, TX 78218-3452
(512) 657-7296	(512) 655-2678

C/FO-SAN ANTONIO TAPE LIST

The following tape list is a fairly complete listing of the tapes in Randall and Robert's collections. Many of the older series that used to appear in some of our 1986 tape lists are no longer listed because they had to be obtained from across town and were simply too hard to obtain when they were needed.

PLEASE READ AND CAREFULLY FOLLOW OUR TAPING POLICY (WHICH IS PRINTED ABOVE) WHEN REQUESTING COPIES OF TAPES ON THIS LIST! FAILURE TO DO SO WILL (AT BEST) MEAN THAT YOUR BLANK TAPES WILL BE RETURNED UNCOPIED!

There are several things that you need to remember about this tape list:

• IT MAY CONTAIN ERRORS. Episode numbers, tape speed, and even exactly what is on a tape may very well be completely WRONG. We sure hope not, but we aren't perfect, either!

• Individual episodes/features may not be on a given tape in the order that they are listed on the tape list. THIS IS ESPECIALLY TRUE OF TAPES WITH THE "MY" OR "YI" PREFIXES.

• The speed listed for a tape is the speed at which we believe everything on the tape can be copied. Some tapes have items recorded at different speeds, when this is the case, you will have some blank tape at the end of your copy.

• IMPORTANT! ALL TAPES ARE T-120 TAPES UNLESS THERE IS AN ASTERISK (*) AFTER THE TAPE SPEED WHICH MEANS THAT A T-160 TAPE REQUIRED. When an asterisk appears after the tape speed, send a T-160 tape or you will not obtain a copy of the entire tape!

• COPY QUALITY IS HIGHLY VARIABLE. Some tapes (like C015 or C067) are excellent, while a couple of tapes (like C028) are so poor that copies from them are not considered watchable by some. Quality can vary greatly from item to item on a single tape as well.

WHY I WON'T MAKE COPIES FOR PEOPLE WHO CHARGE FOR DUBBING by Randall Stukey (high in the saddle of his high horse)

A few people do not understand why we will not trade with people who charge for copies of their tapes. This is apparently a very common practice along the east coast and in some parts of California. I have heard of people regularly charging \$15.00 for a tape copy in the northeast and one gentleman wrote to say that he usually had to provide SIX blank tapes to get a copy of one!

The tape dubbing we regularly engage in is only barely legal through the broad "fair use" provisions of JAPANESE copyright law as it is. People who take advantage of those who do not have anything to trade by charging them money or tapes are not only greedy but are putting the rest of us who do not engage in these practices at risk. I do not appreciate this and will not allow my 3 machines to be used in making copies for anyone who charges anything for making copies of items in their collection - even if they only do so on rare occasions.

If you charge others for making copies and you consider my policy petty and offensive, I'm very sorry. However, remember that the feeling is mutual, I consider your policy just as petty and offensive!

The two most common excuses I hear for charging for copies are (1) Everyone in (wherever) is charging, why shouldn't I? and (2) I had to pay out a lot of money/tapes to get my collection and I need to charge others to make up for it. My answer to the first reason is simple: If everyone in (wherever) was jumping off a cliff, would you do it too? My reply to the second reason is equally simple: Just because you got took is no reason to do the same to others

I cannot force anyone to change their taping policy, of course. It's a free country and you can do whatever you wish. However, please realize that when I refuse to allow my machines to be used to make copies for those who charge to make copies for others, I am not being mean and petty, I am simply exercising my right to set my dubbing policy just as you have exercised yours by charging for copies!

C/FO-SAN ANTONIO

MASTER TAPE LIST

C001 6hr Gatchaman movie, Gatchaman I #1, 8-12
 C002 6hr Gatchaman I #102-105, Gatchaman II #1-4, 6-8
 C003 6hr Gatchaman I 17-32
 C004 6hr Gatchaman I #33-49
 C005 6hr* Gatchaman I #50-57, 59-60, 62-73
 C006 6hr Gatchaman I #74-89
 C007 6hr Gatchaman I #91-101, Gatchaman II #5, 9-11
 C008 6hr Gatchaman II 12-28
 C009 6hr* Gatchaman II #29-43, 47-49, 51-52
 C010 6hr* Gatchaman II #53, Gatchaman F #1-19
 C011 6hr* Gatchaman F #20-22, 24-41
 C012 6hr Gatchaman F #42-48
 C013 2hr Dragon Ball #1-5
 C014 2hr Dragon Ball #6-9
 C015 2hr Dragon Ball #29-32
 C019 4hr Hokuto no Ken #58-66
 C020 4hr Hokuto no Ken #67-72
 C021 4hr Hokuto no Ken #73-80
 C022 6hr Lensman #1-12
 C023 6hr Lensman #13-24
 C024 4hr Dunbine #9-18
 C025 4hr Dunbine #19-28
 C026 4hr Dunbine #29-38
 C027 4hr Dunbine #39-47
 C028 4hr Vifam #2-10
 C031 6hr Heavy Metal L-Gaim #1-17
 C032 6hr Heavy Metal L-Gaim #18-35
 C033 6hr* Heavy Metal L-Gaim #36-54
 C036 6hr Giant Gorg #11-26
 C037 2hr Space Adventure Cobra #2-5
 C038 4hr Space Adventure Cobra #6-12, 14
 C039 4hr Space Adventure Cobra #15-22
 C040 4hr Space Adventure Cobra #23-27, 29-31
 C041 4hr 2 Gundam #1-9
 C042 2hr 2 Gundam #26-27, 29-31
 C043 4hr Xabungle #1-5, 7-11
 C044 6hr Votoms #1-14
 C045 6hr Votoms #15-32
 C046 6hr Votoms #33-39, 41-48
 C047 6hr Votoms #49-52
 C048 4hr Yamato I #6-14
 C049 6hr Captain Harlock/Queen 1000 (Harmony Gold) #1-16
 C050 4hr Brave Raideen (10 episodes)
 C051 2hr 2 Gundam #23-25, 27
 C060 2hr STAR TREK: More Tribbles, More Troubles; Yesteryear; Beyond the Farthest Star, The Survivor, The Lorelei Signal
 C061 2hr STAR TREK: One of Our Planets is Missing, Mudd's Passion, The Ambergris Element, BEM
 C062 2hr STAR TREK: The Jihad, The Terratin Incident, The Eye of the Beholder, Once Upon a Planet
 C063 2hr STAR TREK: Albatross, The Magicks of Megus-Tu, The Counter-Clock Incident
 C064 2hr STAR TREK: Pirates of Orion, Practical Joker, How Sharper than a Serpent's Tooth, Time Trap, The Slaver Weapon
 C065 4hr Galaxy Express (SUBTITLED) #20-30
 C066 2hr Urusei Yatsura (All 4 Kitsune episodes)
 C067 2hr Iczer 1 Act I, Iczer 1 Act II
 C068 4hr Robotech: Macross (Tape I)
 C069 4hr Robotech: Macross (Tape II)
 C070 4hr Robotech: Macross (Tape III)
 C071 4hr Robotech: Macross (Tape IV)
 C072 4hr Robotech: Macross (Tape V)
 C073 2hr Macross Volume 1: Booby Trap
 C074 4hr Urashiman #1-4, 6-7, 11-13
 C075 2hr Hokuto no Ken #88-91
 C076 4hr Orguss 1-10
 C077 4hr Orguss 11-20
 C078 4hr Orguss 21-30
 C079 4hr Hokuto no Ken #92-98
 C080 4hr SPT Layzner #20-28
 C081 4hr SPT Layzner #29-32, 34-38
 C082 4hr Galaxy Express #1-10 (6-up Subtitled)
 C083 4hr Galaxy Express #11-20 (Subtitled)
 C084 4hr Maison Ikkoku #1-7, 9, 11
 C085 6hr Real Ghostbusters (13 eps)
 C086 4hr Dragon Ball #10-18
 C087 4hr Galaxy Express eps (Subtitled)
 C088 4hr Galaxy Express eps (Subtitled)
 C089 2hr Dirty Pair #1-5
 C090 2hr Dirty Pair #6-10
 C092 2hr Dirty Pair #16-20
 C093 4hr Devil Man #9-19 (B11 incomplete)
 C094 4hr Galaxy Express (Subtitled)
 C095 4hr Galaxy Express (Subtitled)
 C096 4hr Galaxy Express (Subtitled)
 C102 4hr Mobile Suit Gundam #1-10
 C103 4hr Mobile Suit Gundam #11-20
 C104 4hr Mobile Suit Gundam #21-30
 C105 4hr Mobile Suit Gundam #31-40
 C106 2hr Mazinger Z vs General Black, Great Mazinger vs Getta Robot, Great Mazinger vs Getta Dragon, Great Mazinger vs Grandizer (All in Spanish)
 C107 4hr 22 Gundam #1-9
 M002 2hr Legend of Marine Snow, The Way to Virgin Space
 M003 2hr Arion
 M004 2hr Vampire Hunter D
 M005 2hr* Laputa
 M007 4hr Harnageddon, Yamato: The New Voyage
 M009 2hr* My Youth in Arcadia (SUBTITLED)
 M010 4hr Macross: Do You Remember Love, Adieu Galaxy Express
 M011 2hr Sany: Missing 99, The Supergal
 M012 4hr The Dagger of Kanui
 M014 4hr Greed, Nora, Birth
 M017 6hr Gundam I, Gundam II, Gundam III
 (the last five minutes of Gundam III are on tape MX014)
 M018 2hr Dirty Pair Affair of Nolandia, Fire Tripper
 M019 4hr Crusher Joe



M020 2hr* Queen 1000, Pandora
 M022 4hr Leda, Tomb of Dracula, Golgo 13
 M023 2hr The Legend of Halley
 M024 4hr My Youth in Arcadia
 M025 4hr Prefectural High School Earth Defense Course, Urusei Yatsura I: Only You, Urusei Yatsura II: Beautiful Dreamer
 M026 2hr Lensman
 M027 2hr Outlanders, Making of Iczer 1, Iczer 1 Act III
 M028 2hr Hokuto no Ken Movie
 M029 2hr Megazone 23 Part 1 (Subtitled)
 M030 2hr Lensman (Subtitled)
 M031 2hr Kenya Boy
 M032 2hr Godmars
 M033 2hr Lupin III: Castle of Cagliostro
 X002 4hr Endless Road SSX #20 (2nd half), 21-22, Galaxy Express 999, Captain Harlock #1
 X003 4hr Gall Force, Gall Force Extra, Lupin III pt 3 #25
 X004 4hr MD Gaist, Urusei Yatsura #181, 173, 174
 X005 4hr Astro Boy (2.5 hrs combined episodes), God Mars #1-2, Combatler V #1
 X006 4hr Orguss Memorial #1, Making of Odin, Gundam #41
 X009 4hr Dunbine #3-4, 7-8, 10, Gundam #42-43
 X010 2hr Giant Gorg #8-10, Orguss #8-9
 X011 4hr Lensman movie, Orguss Memorial Vol I, Macross Mecha Graffiti
 X012 2hr Megazone 23 Pt 1, Lupin episode
 X013 2hr Space Adventure Cobra (SUBTITLED movie), Space Cobra (English pilot)
 X014 4hr Gundam III (last 5 minutes), Locke the Superman, Captain Harlock #7-10
 X015 6hr Galatt #1, Panzer World Galient #1, Hokuto no Ken #2, Two Man Hawk eps, Forest of Many Friends #1, Tomorrow's a Fine Day #1, Giant Gorg #6-7
 X016 4hr* Queen Emeraldas Special, Dirty Pair #1, 3, 4, 6, 7, 11, 8-10, 12, Sasuga no Sarutobi #40
 X017 6hr Bismark #1, Catseye ep, Giant Gorg #1-5, Orguss #1, Capt Harlock #1, L-Gaim #2-3, Mospeda #2, Gatchaman I
 X019 4hr Dunbine #1, 6, 48-49, SF30 Nutrocker, Dancougar #15-16
 X020 4hr Votoms Volume 1, Votoms Volume II, Dream Hunter REM I & II, Vifam Variety
 X021 4hr Vifam #8-9, Dunbine #2, 5, Yanato I #1-5
 X022 4hr Angel's Egg, Bavi Stock I, Dirty Pair #24
 X023 2hr Wizards, Bavi Stock I
 X024 4hr Ideon: A Contact, Ideon: Be Invoked, Gatchaman #61
 X025 4hr Eighth Man #1, Dairugger XV #1-4, 6, 8, 34-35, 51, Daicon IV
 X026 4hr Orguss 31-35, Dancougar #5-9
 X027 2hr Macross: Do You Remember Love
 X028 4hr Transformers ep (Jap), Transformers movie, Devil Man eps
 X029 4hr Mobile Suit Gundam #41-43, Harnageddon
 X030 2r Dirty Pair #25-26, SPT Layzner #5-6, 14
 X031 4hr Giant Gorg #1-6, Area 88 Act III
 X032 4hr Urashiman 5 eps, Cutie Honey 3 eps
 Y101 6hr Ideon 2 eps, Dunbine 8 eps, Ashita no Joh 3 eps, Astro Boy 1 ep
 Y102 6hr Dunbine 7 eps, Ultra Seven 2 eps
 Y103 6hr Cello hiki no Goshu, Taiyo no oji Hols no daiboken, Nagagutu wo haita neko, The Adventure of Naja
 Y104 6hr Saint Seiya, Kimen Gumi, Amnithime, Touch, Bosco Adventure, Doteran, Dragonball, Maison Ikkoku, Hokuto no Ken, Uchusen Sazitarus, 22 Gundam, Ge Ge Ge no Kitaro, Itikman (1 ep each)
 Y105 6hr Conan the Future Boy #1-12
 Y106 6hr Conan the Future Boy #13-24
 Y107 6hr Conan the Future Boy #25-26, Detective Holmes 7 eps
 Y108 6hr Hokuto no Ken, 22 Gundam, Dragon Ball
 Y109 6hr 22 Gundam, Dragonar, Dragonball, Hokuto no Ken, Maison Ikkoku
 Y110 6hr Dragon Ball #51-52, Maison Ikkoku #47-48, Hokuto no Ken #108, Dragonar #3-4, Ge Ge Ge no Kitaro #67-68, Saint Seiya #18-19
 Y111 6hr Dragon Ball #53-54, Maison Ikkoku #49-50, Hokuto no Ken #109-110, Dragonar #5-6, Ge Ge Ge no Kitaro #69-70, Saint Seiya #20-21
 Y112 6hr Dragon Ball #55-56, Maison Ikkoku #51-52, Hokuto no Ken #2 #111-113, Dragonar #8, Ge Ge Ge no Kitaro #71-72, Saint Seiya #22-23
 Y113 6hr Dragonar #9-9(?) 2, Ge Ge Ge no Kitaro #73-74, Saint Seiya #24, City Hunter #1-2, Orange Road #1-2, Dragon Ball #58, Maison Ikkoku #53, Hokuto no Ken #2 #114
 Y114 6hr Dragon Ball #59-60, Maison Ikkoku #54-55, Hokuto no Ken #2 #116, Dragonar #10-11, Ge Ge Ge no Kitaro #75-76, Saint Seiya #25, City Hunter #3, Orange Road #3
 Y115 6hr Dirty Pair #1-12
 Y116 6hr Dirty Pair #13-16, Detective Holmes 8 eps
 Y117 2hr Nausicaa
 1 2hr JONNY QUEST: The Monster in the Monastery, Calcutta Adventure, A Small Matter of Pygmies, The Fraudulent Volcano, Sea Hunt
 10 4hr Leda: Adventures of Yohko, 2 Gundam #1, Gatchaman F #47-48, Urashiman #42-43, Panzer World Galient #15
 2 2hr JONNY QUEST: Artic Splashdown, Curse of Anubis, Pursuit of the Po-Ho, Treasure of the Temple, The Robot Spy
 3 2hr JONNY QUEST: Pirates from Below, Attack of the Tree People, The Invisible Monster, The Dreadful Doll, Werewolf of the Timberland
 4 2hr JONNY QUEST: Double Danger, Shadow of the Condor, Skull & Double Crossbones
 5 2hr JONNY QUEST: The Devil's Tower, The Quetong Missile Mystery, The House of Seven Gargoyles, Terror Island, Mystery of the Lizard Men
 6 2hr Golgo 13
 7 2hr Urusei Yatsura TV Titles, Warriors of the Wind
 8 2hr Macross: Do You Remember Love (SUBTITLED)
 9 4hr Hokuto no Ken #23-32
 A1 4hr Iczer-1 Act I, 2 Gundam #12-15, Captain Tsabusu episodes
 A10 4hr Hokuto no Ken #67-68, Angel's Egg, Catseye #19-20
 A2 4hr Urusei Yatsura 4 #2 eps, Catseye #2, 73, Dirty Pair #2, Hokuto no Ken #47-48
 A3 6hr Ideon movie, several late L-Gaim eps
 A4 2hr Night of the Galactic Railroad
 A5 4hr 2 Gundam #2-9, 11
 A6 4hr Macross: Do You Remember Love, Adieu Galaxy Express
 A7 6hr Xabungle Graphitti, Baghi, Andromeda Stories, L-Gaim eps
 A8 2hr Hokuto no Ken #46-49
 A9 2hr Lupin III: Castle Cagliostro, Rose of Versalle #33
 B1 4hr Hokuto no Ken #38-46
 B10 2hr Future War 198X
 B2 4hr Hokuto no Ken #47-56
 B3 4hr Urusei Yatsura #1, 2, 204, 6 #2 eps
 B4 6hr Urusei Yatsura I: Only You, Urusei Yatsura II: Beautiful Dreamer, Mike Jitlov shorts, Way to Virgin Space, Detective Holmes: 4 #2 eps

- B5 4hr Hokuto no Ken #51-52, 57-61, Bavi Stock 1
 B6 4hr Odin: Voyage of the Starlight, Ge Ge no Kitaro: 1 #? ep
 B7 2hr Nausicaa in the Valley of the Wind
 B8 4hr Dr Slump: 1 #? ep, Patrilliro: Operation Stardust, Hokuto no Ken #4, Star Trek Bloopers
 B9 6hr Golgo-13, Be Forever Yamato, Vifan #1
 C1 4hr Panzer World Galient #1-10
 C10 4hr Area 88 Part 1, Cosmo Police Justy, Endless Road SSX #1-3
 C2 4hr Panzer World Galient #11-12, 14-21
 C3 4hr Panzer World Galient #22-25, Space Cobra #13, 28, Akanuke Ichiban #1, Ge Ge no Kitaro #1, Kotenguten Maru #1, 8th Man #9
 C4 4hr God Mazinger #15, 17, Tesujin 28: 1 #? ep, God Mars: 1 #? ep, Macross #25, Z Gundam #36, Tobikage: 4 #? eps
 C5 2hr Dallas Parts 1-4
 C6 4hr Endless Road SSX 1-10
 C7 4hr Endless Road SSX #11-19, 20 (first half)
 C8 4hr Touch: 8 #? eps (1st season)
 C9 4hr Lupin III (1st and 3rd season eps)
 D1 4hr Urusei Yatsura #1, The Humanoid
 D10 2hr Devilman #1, 2, 5, Various live action trailers
 D2 2hr Stranger: Time Alien
 D3 2hr Megazone 23 Part 2
 D4 4hr Carl Macek Speech (May 17, 1986), Urusei Yatsura #55, 58, 45, 1 #? ep
 D5 4hr Legend of Halley, Dancougar Original Video, Z Gundam #4, SPT Layzner #1
 D6 4hr Vampire Hunter D, Dirty Pair: Affair of Nolandia, Firetripper
 D7 4hr Urusei Yatsura #10, Megazone 23 Part 2, Arion (All 1st gen)
 D8 4hr Touch: 6 #? eps (2nd season), Hokuto no Ken #78
 D9 4hr Laputa, Sany Missing 99, The Supergal
 E1 4hr Kanui no Ken, Captain Harlock #32-35
 E10 4hr M.D. Geist, Urusei Yatsura #181, Urusei Yatsura "Chance on Love" videos, Urusei Yatsura #173-174
 E2 4hr Hokuto no Ken #73-76, Matsumoto Special, Panzer World Galient #13, Queen Emeraldas Special
 E3 2hr Arion
 E4 2hr Lupin III: Castle Cogliostro (SUBTITLED)
 E5 4hr Hokuto no Ken #1-18 (credits/commercials cut)
 E6 4hr Hokuto no Ken #34-40, 49-50
 E7 4hr Hokuto no Ken #21-22, Catseye #1-8
 E8 4hr Catseye #1-10
 E9 4hr Catseye #11-14, 17, 18, 17, 18-21
 F1 2hr Panzer World Galient Original Video: Ironcrest, Cool Cool Bye
 F10 4hr Captain Harlock & Queen 1000 #45-55
 F2 2hr Violence Jack, Project A'Ko
 F3 4hr Anon Saga, Call Me Tonight, Cosmos Pink Shock, California Crisis, Machine Robo Chronos #4-5
 F4 4hr Hokuto no Ken #73-80, Anime Special
 F5 4hr Ai City, Nayuta, Raid on Takeshi Castle
 F6 2hr SPT Layzner Volumes 1-2
 F7 4hr Legend of Marine Snow, Dragon Ball #1
 F8 4hr Captain Harlock & Queen 1000 #24-33
 F9 4hr Captain Harlock & Queen 1000 #34-44
 G1 4hr Captain Harlock & Queen 1000 #56-66
 G10 4hr Adventurers of the Galaxy Rangers (16 eps)
 G2 4hr Captain Harlock & Queen 1000 #67-77, Adventures of Galaxy Rangers: 4 #? eps
 G3 4hr Windaria, Maison Ikkoku #1
 G4 4hr Hokuto no Ken (SUBTITLED) #1-10
 G5 4hr Hokuto no Ken (SUBTITLED) #11-12, 15-19, 21-23
 G6 4hr Panzer World Galient Video, Gall Force, Devilman vs Mazinger Z
 G7 4hr Giant Gorg #1-6, Area 88 Part 111
 G9 4hr Dr. Slump (10 eps subtitled)
 H1 4hr Sangikushi Part 1, Guyver
 H10 4hr Hokuto no Ken #24-33 (Subtitled)
 H2 2hr Time Stranger
 H3 4hr Z Gundam #12-13, 17, Hokuto no Ken #96-101
 H4 4hr SPT Layzner Vol 3, Hokuto no Ken #92-98
 H5 4hr Pandora Part 11, Maison Ikkoku #8, 10, 15, Hokuto no Ken #102-105
 H6 4hr SPT Layzner #33, Dragon Ball #12, 14, 19-20, Saint Seiya #1, Ikkyu #10, 12-13
 H7 2hr Digital Target Grey
 H8 2hr Hino Tori, Hokuto no Ken #107-108
 H9 4hr Urban Square, Del Power, Root Search, Detective Holmes 1 ep
 I1 2hr Bubble Gum Crisis, Hikarion, Z Gundam #47
 I10 2hr Pandora 111: Final Story, Astroboy 3 eps (B&W, English)
 I2 4hr What's Michael, Tobira o Akete, 11 Nin Iru, Making of "Wings"
 I3 2hr Touch 1 movie
 I4 4hr Saint Seiya #1-10
 I6 4hr Hokuto no Ken #34-43 (#43 incomplete) Subtitled
 I7 4hr Lovely Betty Manongatari, Wings of Honneinise Special, Maskman #2, Metalder 1 ep
 J8 4hr Digital Devil Story, Romic World 3: Laughing Target, Maruy Senki, Katsugeki Shojyo Tanteidan, Twilight Q
 J9 4hr Macross Movie (English), Megazone 23 Part 11 (English), Macross #7
 J1 4hr Adventures of the Galaxy Rangers 11 eps
 J2 4hr Adventures of the Galaxy Rangers 12 eps
 J3 4hr Adventures of the Galaxy Rangers 14 eps
 J4 4hr Adventures of the Galaxy Rangers 14 eps
 J5 4hr Adventures of the Galaxy Rangers 14 eps
 MY17 6hr Dragonball #10-11, Masison Ikkoku #6-7, Igano Kabanalu #2, Urashiman #2, Z Gundam #10-11, Lupin III 2 eps, SPT Layzner #30, Hokuto no Ken #73, Ge Ge no Kitaro #31
 MY21 6hr Space Cobra #1-5, Spt Layzner #37-38, Dragonball #18, Maison Ikkoku #14, Kimen Gummi #30-31, Pastel Yumi #15, Z Gundam #18
 MY22 6hr Dirty Pair #1, 3, Igano Kabanalu #2, Hokuto no Ken #80-81, Z Gundam #19-20, Kimen Gummi #34-35, Pastel Yumi #2, 18, Dragonball #21, Maison Ikkoku #16
 MY23 6hr Dragonball #22-23, Maison Ikkoku #17-18, Hokuto no Ken #81-82, 84, Z Gundam #21-22, Dirty Pair #4-5, Pastel Yumi #20
 MY24 6hr Dragonball #24-25, Maison Ikkoku #19-21, Hokuto no Ken #83, Kimen Gummi #38, Space Cobra movie, Pastel Yumi #21, Dirty Pair #6
 MY25 6hr Pastel Yumi #22-23, Dirty Pair #7-8, Dragonball #26-27, Maison Ikkoku #22, Hokuto no Ken #85, Z Gundam #23, Sagokushi Part 2 movie

IN PRAISE OF HARMONY GOLD by Jay Stranahan

I've been doing a bit of serious head-scratching over the whole ROBOTECH phenomenon, and most particularly upon the up-and-coming ROBOTECH movie - what one of my fellow anime fans has referred to as a "mangled" version of MEGAZONE 23

Now we are talking about one of the first anime films I ever had the pleasure of watching, and still one of my favorites. For myself and others who have watched (and loved) the MEGAZONE movies, it may be somewhere between hilarious and unsettling to see what Harmony Gold hath wrought; I can hear the snide remarks and comparisons assailing my ears now.

But I do not really think that we who already know about anime are the audience Harmony Gold is aiming for.

I think we owe Carl Macek and company a debt of gratitude for bringing great Japanese animation into the public eye. What ROBOTECH is doing for anime in this country is what I am convinced STAR WARS did for science fiction in general. It showed many ordinary, hereto for uninterested people that the subject matter in question was not some weird, tacky thing; that it could be exciting, and neat, and lots of fun. I keep running into people from all over, of all ages, who saw ROBOTECH at one time or another, and liked it. It stuck in their memories because it was a cut above what they were used to.

Indeed, I think there must be many members of the C/FO who owe their current enjoyment of anime to having flipped the right channel on at the right time. I can still remember how astonished and happy I was to have discovered a "cartoon" that did not consist merely of mindless villain-bashing. People loved, and fought, and died, and talked about such abstracts as friendship and the hopelessness of armed conflict in general. It sparked an interest that has lasted up to the present day.

ROBOTECH has the potential to take anime out of its current cult status and popularize it. It can - and will, I hope - expose the HE-MAN/GI-JOE/SCOOBY-DOO masses to some quality entertainment, and shatter the little-kiddie-cartoon myth. This would make material pertaining to this little-known subject a lot easier and cheaper to lay hands on, and may even galvanize our own rather run-down American animation industry to new heights of excellence in the process.

There are those who wish to God that Harmony Gold had stuck with the original concept of making simple English translations of anime series like MACROSS, SOUTHERN CROSS, and MOSPEADA, as opposed to cobbling them together under a single pathetic/lamebrain/whatever-you-wish-to-call-it title. The realities of the American television market demanded otherwise, and I think the direction that they have taken was - and is - a good one. They have NOT broken faith with the expectant crowds of diehard American anime fans who were counting on them to render an intelligent, mature translation of their anime favorites (as opposed, say, to stuff like BATTLE OF THE PLANETS. Phooey.) They, instead, made the best of a compromising situation and brought the American public - those of us who did not have the patience to watch hours of cartoons in a foreign tongue - an animated adventure of a caliber never before seen on this side of the Pacific. I wish them nothing but good luck and lots of bucks to continue their work.

They certainly shall not run out of material any time soon --- that much is assured, my friends! I invite comment on this article. Write me at 855 Lakeview Dr., Redding, CA 96001. Thank you.
 [Short letters to the editor on this subject would be welcome as well. A little controversy is always fun--RSS]